

USER NOTES for COLOR2GREY

Copyright 1989 by John McMichael
Distributed by ED GREY ENTERPRISES

INTRODUCTION

COLOR2GREY is a graphic utility for converting a color screen\$ to a screen\$ with shades of grey (greyscales) representing the colors. A greyscale editor is available for easy greyscale customization.

COLOR2GREY is very easy to use. The options provided by the main menu and greyscale editor are described below.

MAIN MENU OPTIONS

- <A> **View greyscale screen\$.** Hold the "A" key to view the greyscale screen\$.
- **View color screen\$.** Hold the "B" key to view the color screen\$.
- <C> **Save greyscale screen\$.** (Save CODE 50000,6912)
- <D> **Save color screen\$.** (Save CODE 57000,6912)
- <E> **Save greyscale data.** (Save CODE 26866,56)
- <F> **Load greyscale data.** (Load CODE 26866,56)
- <G> **Copy greyscale to 2040.** This will print a full 24 line screen copy. Have the 2040 turned ON before pressing "G".
- <H> **Greyscale editor.** Select this option to edit greyscales.
- See "GREYSCALE EDITOR OPTIONS" below. -
- <I> **Do another conversion.** Choose this option after editing greyscales to see the effect that the edited greyscale shading patterns have on the color conversion. You may choose to re-convert the previously loaded color screen\$ or to load a different screen\$ for conversion.
- <J> **Quit to BASIC.** Type RUN to re-start COLOR2GREY.

GREYSCALE EDITOR OPTIONS

- Edit greyscale <0-7>** Enter a number from 0 to 7 corresponding to the greyscale pattern you want to edit. The pattern selected for editing will appear to the left of the grid and a "+" will mark your position within the grid. Use a joystick to move the "+" around the grid. While editing a greyscale, the following 5 keystroke functions are active:
- <A>**dd point** Press the "A" key to add a point on the grid under the "+" marker.
 - <D>**delete point** Press the "D" key to delete a point on the grid under the "+" marker.
 - <C>**lear grid** Clear all points from the grid.
 - <K>**eeep g_scale** When a greyscale pattern has been edited as desired, press the "K" key to install the pattern in the greyscale data table.
 - <N>**o keep (abort edit)** If you wish to abort the editing of a greyscale pattern, press the "N" key. No changes will be made to the greyscale data table.
- <S>**wap greyscales** After pressing "S", enter the two numbers (0-7) corresponding to the patterns you want to be swapped.
- <R>**et.** Return to the main menu where you may elect to re-convert (I key) the color screen\$ and view (A key) the effect of your greyscale editing. You may also want to save (E key) the current greyscale data table for future use.

COLOR2GREY CUSTOMIZING AND BACK-UP

SAVE/LOAD command lines: Lines 225-245 contain all Save/Load commands used in COLOR2GREY - change as required for disk use.

BACK-UP copy: To make a back-up copy of COLOR2GREY, BREAK into the program or select <J> from the main menu, type CLEAR & then type SAVE "color2grey" LINE 9990. **Caution:** The greyscale data table will be saved as currently configured - any edited patterns will become default patterns in the back-up copy.